

Forum:[Hack Forums](#)

Thread: [\[\\$100+\] Contest Answer Questions \[GAMING\]](#)

DOG - April 16, 2019, 10:22 am

Hey guys. As many of you probably are aware, I have decided to fund my own mobile application, particularly a gaming app. The creation of this thread has the primary purpose of getting as much information from gamers regarding the questions that will be asked below -- we want the game to be as successful and enjoyable as possible.

While I can't release much information about our game, the reader should know that the main concept is a supercell, Yu-Gi-Oh!, futuristic-styled game.

Some questions we would like answers to, so as to make the best game possible:

What do you guys like about the mobile apps you play?

What do you not like about the apps that you play?

Should there be a focus on in-game purchases?

Additionally, how powerful/important should in-game purchases be?

Do you enjoy fast combat? (5 min max per game)

Would you pay a premium for overwhelmingly faster growth within the game?

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Is there a specific time period or style of game that you enjoy? Why?

Would you prefer in-game purchases or advertisements throughout the game?

What do you not enjoy about the games you play?

and lastly

What graphism are you looking in a game?

[size=xx-large]Here what you can win with the best answer:

1st prize: \$100 worth of Award or Bytes

2nd prize will be added if the thread gets attentions

end date: 20May 2019

Evocator-Dev - April 16, 2019, 10:54 am

What do you guys like about the mobile apps you play?

I personally like fps games.

What do you not like about the apps that you play?

Uhm the games I play I like, however I don't like useless games that are not competitive.

Should there be a focus on in-game purchases?

Additionally, how powerful/important should in-game purchases be?

No ingame purchases, no p2w else game is fucked.

Do you enjoy fast combat? (5 min max per game)

Yes

Would you pay a premium for overwhelmingly faster growth within the game?
No, p2w.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)
Strategy/RPG/Adventure/Action

Is there a specific time period or style of game that you enjoy? Why?
I didn't quite understand this.

Would you prefer in-game purchases or advertisements throughout the game?
Advertisements but not a lot.

What graphics are you looking for in a game?

If the game looks like a '90 Yoshi it's a no go.
I want realistic gameplay.

Hope this helps!

u?op ?pisdn - April 16, 2019, 11:03 am

What do you guys like about the mobile apps you play?

Competitive games and multiplayer. I love to play with 1, 2 or even 3 of my friends. Brawl Stars and Clash Royale are perfect examples.

What do you not like about the apps that you play?

Mostly the lack of new content. They only add new characters once in a while. Instead, they should add more game modes, tournaments and events.

Should there be a focus on in-game purchases?

Yes, freemium is the way to go these days.

Additionally, how powerful/important should in-game purchases be?

They should only speed up the grind. Let's say you have to play 10 hours for something, it could be gotten instant by paying.

Do you enjoy fast combat? (5 min max per game)

Yes, this is the way to go

Would you pay a premium for overwhelmingly faster growth within the game?
yup

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Strategy is good for mobile games, too much action doesn't work with the current state of internet speed and phones.

Is there a specific time period or style of game that you enjoy? Why?

The games like Brawl Stars and Clash Royale have games that take 2-5 minutes, this is the best because when on phone you are on the move or have social interactions sometimes. Like you can't grind for 1 hour straight most of the time without someone intervening.

Would you prefer in-game purchases or advertisements throughout the game?
in-game purchases, fuck advertisements it's annoying as hell.

What do you not enjoy about the games you play?

- Pay2Win
- No multiplayer
- Advertisements

and lastly

What graphism are you looking in a game?

Graphics don't matter too much as long as there is enough thinking about the competitive and strategy level

SIM-2908357 - April 16, 2019, 11:20 am

What do you guys like about the mobile apps you play?

Not many ads, not p2w, code that isn't full of bugs. High quality user interfaces/art. Game play with a good & rewarding system of progression.

What do you not like about the apps that you play?

Persistent ads every 30 seconds, or when constantly watching ads is the fastest way to progress.

Games with a high learning curve / involve a lot of reading in order to understand basics.

Games with no multiplayer / leaderboards / competitiveness. Grinding leaderboards/tournaments is really fun and it's what most good players on any game do.

Should there be a focus on in-game purchases?

For sure. If done right they can be really great for the players & developer.

Additionally, how powerful/important should in-game purchases be?

Every consumer will tell you that in-game purchases should have as little value as possible because they promote a pay-to-win game style.

As a developer you have to find the perfect balance between what your users will actually pay for vs. something that isn't too overpowered.

Do you enjoy fast combat? (5 min max per game)

Seems like a good game time to me. I would play perhaps 1-3 games per session.

Would you pay a premium for overwhelmingly faster growth within the game?

No - but then again I've never paid for an in-app purchase in my life. Kinda stingy about them unless it's something like remove ads.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Strategy/Rpg

Is there a specific time period or style of game that you enjoy? Why?

Not too picky about this. Any time period game can be successful imo. But I do kinda feel futuristic games are overdone / annoying at this point.

Would you prefer in-game purchases or advertisements throughout the game?

I don't mind watching an ad after a 5 minute game but if theres an ad before, in between, after, etc then it gets annoying.

I don't spend \$ on apps so I would prefer ads.

What do you not enjoy about the games you play?

Answered in 2nd question

and lastly

What graphism are you looking in a game?

Graphics style in a game isn't too important imo as long as they're high quality.

Hope my answers help you on your game dev journey ? Good luck!

SinisterSmile - April 16, 2019, 11:40 pm

What do you guys like about the mobile apps you play?

- I like them because I can get relax for a few minutes or an hour.

What do you not like about the apps that you play?

- The annoying ads in some games. This is the worst thing ever ...

Should there be a focus on in-game purchases?

- No, it should be a volunteer, and every players should be equal.

Additionally, how powerful/important should in-game purchases be?

- It should be not so powerful/important, they can give small stats or reward.

Do you enjoy fast combat? (5 min max per game)

- Yes I do. I like combat games.

Would you pay a premium for overwhelmingly faster growth within the game?

- Definitely no.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

- Adventure, Action, RPG, Racing

Is there a specific time period or style of game that you enjoy? Why?

- I like 5vs5 games (multiplayer) because you play with random guys, and you can show your true skills, but sometimes when you play with really low skilled players you can't do much even if you a pro player.

Would you prefer in-game purchases or advertisements throughout the game?

- In-game purchases is always better than the advertisements.

What do you not enjoy about the games you play?

- I do not like when they make a new hero and in the first week is OP, then they decrease his power.

and lastly

What graphism are you looking in a game?

- Realistic graphics with 2d animations for skills or any small effects.

Mr. Robot - April 17, 2019, 4:01 am

Hey dude, lemme post some screens of a game I was making in 2015. It was a mobile based hacking simulator.

I never took it that far - but we had the entire concept worked out. You'd live in a basement and increase your gear overtime - making it look better and better.

The menu screen would be a camera angle behind a couch looking at monitors on the wall - you would click the monitors for settings/play so forth.

Be aware, these are never seen before images.

Spoiler ([Click to View](#))

Nostre - April 17, 2019, 2:51 pm

Quote:What do you guys like about the mobile apps you play?

Fast pace, A.I, designs, graphics and how detailed some mobile games are.

Quote:What do you not like about the apps that you play?

Loading times, bugs, and a limit on the amount of rewards one may earn until they need to start purchasing in-game features to have a advantage over other players.

Quote:Should there be a focus on in-game purchases?

I believe to create a successful game in the market, free-to-play games with in-game purchases are extremely profitable. The game itself must be entertaining first before you dedicate your focus on in-game purchases.

Quote:Additionally, how powerful/important should in-game purchases be?

I don't think it should be a huge aspect of the game. I believe dedication and time spent playing should determine the outcome. If they enjoy the game, they'll make purchases.

Quote:Do you enjoy fast combat? (5 min max per game)

Of course. We're playing mobile games for a reason. It's suppose to be quick and a way to past time. We have phone calls, texts and social media to view. No one wants long gameplay. I would even suggest three minutes.

Quote:Would you pay a premium for overwhelmingly faster growth within the game?

I personally enjoy working hard rather then paying to win. BUT, if the game is extremely enjoyable and I see growth within the community, perhaps small purchases. You also should make sure to provide updates often to keep the game more interesting. (new characters, weapons, etc) But I wouldn't suggest rushing the updates until you have a solid active community.

Quote:What 'theme' 'style' "genre" do you like to play? (ex: Strategy, Sport, RPG,Card, Adventure, Action etc..)

Anything, just nothing too childish.

Quote:Is there a specific time period or style of game that you enjoy? Why?

Nothing in particular.

Quote:Would you prefer in-game purchases or advertisements throughout the game?

In-game purchase. Who wants to get bombarded with ads throughout the entire game? I would suggest if you do go the advertising route, DO NOT make them annoying and give the user an option to remove ads. That should be a given.

Quote:What do you not enjoy about the games you play?

You've asked this question already. ?

Quote:What graphism are you looking in a game?

Nothing too realistic (we have pc/console games for that). Something similar to the Supercell gameplay regarding graphics IMO.

Celibate - April 19, 2019, 12:47 am

What do you guys like about the mobile apps you play?

I like the functionality and story behind mobile games. One game I really is enjoy is a walking dead game that has good controls.

What do you not like about the apps that you play?

Micro transactions

Should there be a focus on in-game purchases?

No

Additionally, how powerful/important should in-game purchases be?

Well to be honest with you I prefer to play a game as a game and not have to wait days or months to complete it without having to buy my way through.

Do you enjoy fast combat? (5 min max per game)

Love them (Team Slayer, Team Hardcore, Team Doubles)

Would you pay a premium for overwhelmingly faster growth within the game?

Yes I would.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG,Card, Adventure, Action etc..)

Is there a specific time period or style of game that you enjoy? Why?

Action, Adventure, Shooters and RPG

I don't have a specific time that I play, I play when I play. Shooters because of multiplayer and it's something I'm good at.

Would you prefer in-game purchases or advertisements throughout the game?

If you must, in-game purchases

What do you not enjoy about the games you play?

Repetitiveness without dlcs

I can beat a game but if it isn't worth a second playthrough it'll probably sit on the shelf.

and lastly

What graphism are you looking in a game?

Anything high quality really but I also enjoy the comic theme of like borderlands.

Ziamerkov - April 19, 2019, 5:05 pm

May 2020? Oh well..

Will answer when i get my laptop.

DOG - April 19, 2019, 5:20 pm

(Apr 19, 2019 05:05 PM)Ziamerkov Wrote: [\[CITE\]](#) May 2020? Oh well..

Will answer when i get my laptop.

lol may 2019 I updated the OP

#Doge - April 20, 2019, 7:32 pm

Some questions we would like answers to, so as to make the best game possible:

What do you guys like about the mobile apps you play? Surprises. Something unique because most of em are just the same.

What do you not like about the apps that you play? Either shoving ads down my throat. Or greedy monetization like a paywall before you can progress.

Should there be a focus on in-game purchases? No. In-game purchases should be offered as a fun addition to the game, not a way to make progress. If a game even hints at that, I am most likely to delete it asap.

Additionally, how powerful/important should in-game purchases be? If it enhances the experience rather progress the story or the game, then that'll great.

Do you enjoy fast combat? (5 min max per game) Yes. If the game is fast paced and you can immediately join another right after you finish, given the gameplay is fun and fits, then I will most likely play it indefinitely.

Would you pay a premium for overwhelmingly faster growth within the game? It depends. If it can only be acquired through paying, then I will not get it ever. In For Honor, there's this "Champion Status" you can buy with steel. You get extra loot and extra XP every match if you have it. The thing that makes me get it every time is that I can easily earn the steel I use to get the status by just playing, and that is w/o a champion status. With it, it gets easier and provides no gameplay advantage against other players. I got the game for free on a free-to-keep weekend. I've unlocked all the current Champions and have never spent a cent on the game. Tho, if I were to start with a new account now, I would gladly pay for the steel. It's that good. I even regret not spending on it tbh, missed quite a lot of opportunities.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..) I mostly play action/strategy myself.

Is there a specific time period or style of game that you enjoy? Why? Not really. I'll most likely enjoy it if it doesn't seem forced.

Would you prefer in-game purchases or advertisements throughout the game? One-time payment to remove all the ads is always good. If the in-game purchases aren't paywalls to progress and are fun additions to the game, then I'll pay for it.

What do you not enjoy about the games you play? Ads, most of the time. Energy requirement to play that recharges over time, greedy monetization and the works.

and lastly

What graphism are you looking in a game? No idea. I like surprises.

Popstar - April 20, 2019, 7:34 pm

\$100 in awards or bytes? Lame

DOG - April 20, 2019, 7:50 pm

(Apr 20, 2019 07:34 PM)Bad Karma Wrote: [\[CITE\]](#) \$100 in awards or bytes? Lame

You could resell the bytes ???

Popstar - April 20, 2019, 7:51 pm

(Apr 20, 2019 07:50 PM)DOG Wrote: [\[CITE\]](#) You could resell the bytes ???
still pretty gay ? ? ?

Unexplained - April 21, 2019, 8:02 pm

What do you guys like about the mobile apps you play? That I can pick up and play a game just as easily as putting it back down.

What do you not like about the apps that you play? The annoying adds. I get it, the developer needs to make money from the time put into it. But I feel creating some type of micro transaction system would be the way to go.

Should there be a focus on in-game purchases? I don't mind it one bit. Just as long as I can still play the game normal if I elect to not make any purchases.

Additionally, how powerful/important should in-game purchases be? Should be pretty powerful. If I decide to hand over my money for a fucking video game I want to be given content/progression boosts that pushes me further into the game.

Do you enjoy fast combat? (5 min max per game) Sure, I don't mind it. Just as long as it's not drawn out. 5 mins might be too much for me.

Would you pay a premium for overwhelmingly faster growth within the game? Depends if the game is worth it. If it's something that I feel like I want to pick my phone back up and check on the status of something, sure.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..) Strategy, RPG, FPS.

Is there a specific time period or style of game that you enjoy? Why? Time period no, not really. When it comes to PC games I still appreciate the Red Alert, Age of Empire time period. When it comes to genre I like strategy, RPG, FPS shooter games.

Would you prefer in-game purchases or advertisements throughout the game? 100% in game purchases. I cannot stand ads.

What do you not enjoy about the games you play? How a game gets so stale after awhile. I want a game that will continually exercise my brain and keep me interested. If I'm doing the same type of functions and actions over and over again I'll stop playing.

and lastly

What graphism are you looking in a game? I fail here.. Sorry, I'm not sure what this question is asking... Maybe clarify? I guess something that is clean and crisp. Cartoonish feel is ok (League of Legends) for a mobile app game.

Spaz - April 21, 2019, 8:06 pm

Quote:What do you guys like about the mobile apps you play?

What do you not like about the apps that you play?

Should there be a focus on in-game purchases?

Additionally, how powerful/important should in-game purchases be?

Do you enjoy fast combat? (5 min max per game)

Would you pay a premium for overwhelmingly faster growth within the game?

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Is there a specific time period or style of game that you enjoy? Why?

Would you prefer in-game purchases or advertisements throughout the game?

What do you not enjoy about the games you play?

and lastly

What graphism are you looking in a game?

#1 I like apps that can be continuously played without interruption of ads

#2 I hate having IAPs and Ads shoved in my face, If I wanted to watch an ad for a reward, that's ok, but forcing it is not and leads to bad reviews

#3 Yes, in short, IAPs and optional ads are best, as long as you're not shoving it in my face i.e.

"Would you like to watch a video for xx coins" is just annoying

#4 Cosmetics are more important than power ups imho

#5 Yes and No, a game where I'm able to relax and do fuck all/get fast paced when I want would be chill

#6 I would not pay for/support a game that supports a Pay2Win motto

#7 The theme should be at the discretion of the devs, however futuristic games seem to be the thing these days

#8 As mentioned above, it's really up to the dev, in a majority of games, the concept is the same (i.e. bow and arrow and gun and ammo both use trajectory based calculations)

#9 As previously mentioned, aggressive advertising, Pay2Win and other strategies (such as Firebase ML Advertising) is a major deterrent for all players

#10 2.5D/3D, 2D has run its course imho

DOG - April 24, 2019, 12:39 pm

Looking for more replies guys!

It would really help me + you can easily win a 100 bucks

UrLocalNewbie - April 24, 2019, 7:19 pm

-What do you guys like about the mobile apps you play?

=The fact that the game is online makes it (in most cases) much more enjoyable. Creating a community where people can compete is, in my opinion, how most games get up and running in no time.

-What do you not like about the apps that you play?

=If there're too many ads you're just going to disturb the player. I mean sure you can have ads but not every second an ad pops up. Other than that, I usually like most mobile games just for the idea of the game itself

-Should there be a focus on in-game purchases?

=Now that's a tricky question, yes you can create some form of in-game currency that people can purchase for real money, but try to balance as to make this in-game purchases beneficial, but not too beneficial to the point where it becomes a "Pay To Win" game. Nobody likes PTW games except if you're a pimp or something

-Additionally, how powerful/important should in-game purchases be?

=Like I said in the previous question. Tell you what, take "PewDiePie Tuber Simulator" for example, they got an in-game currency called BUX, with BUX you can maybe fast forward shipping time for items (you can try the game to understand what I mean, it'll actually help you in a number of aspects for your game). But if you don't have enough "Views" (which is another in-game currency that can only be gained by playing more), you can't purchase certain items whether you have BUX or not, BUX may grant you some special items when there's a theme going on or something, but it's impossible for a player to pass another player in the level or subscribers just because he has BUX

-Do you enjoy fast combat? (5 min max per game)

=I do enjoy fast combat games, especially the one that are made just right, for example i'd wish for a good Naruto game with at least some abilities done right and a nice combat system/style suitable for the theme of Naruto. Focus very much on the theme of the characters and environment you're willing to create the combat game for.

-Would you pay a premium for overwhelmingly faster growth within the game?

=Honestly i wouldn't. Paying to surpass someone's rank is useless in my opinion, i may pay a small amount (given the "PewDiePie Tuber Simulator Example") to get some BUX and speed up the shipping or to buy exclusive items that can only be bought with bux AND do not give me an advantage over others. Another example on that is Fortnite, you can purchase the battle pass and get shiny skins n all you want but you still didn't get advantage over other players against you.

-What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

=I'd pick RPG, Action, Adventure (in that order). I don't feel like there's enough RPG games tho, but you gotta go with the genre that you think will get you the biggest number of players.

-Is there a specific time period or style of game that you enjoy? Why?

=I'm not sure what this era is called exactly, but if you've played Final Fantasy VI, that's the era i like. I also like if things get a bit future-istic, that somehow always gets me to keep playing.

-Would you prefer in-game purchases or advertisements throughout the game?

=well it's mostly your choice, you can have both actually. I know i'm refering to PewDiePie's game alot, but there's an option that can get you double the views you get if you watch an ad, or maybe speed up the shipping if you watch an ad, etc.... and they still have in-game purchases. Just don't make a game where an ad always pops up in the player's face, it might make certain people dislike your game (seen lots of people complaining about that in the store)

-What do you not enjoy about the games you play?

=i enjoy pretty much most of the games i play. When i don't like a game it might be because i'm into into the genre of the game (Sports for example) or maybe it's way too easy.

-What graphism are you looking in a game?

=Well i enjoy pixelart ALOT (2D). From time to time i go back to playing GameBoy Advanced Games just for the sake of that (and nostalgia). However i don't think most people enjoy it. If you're gonna go with decent graphics (either 2D or 3D), make sure it's just right for the genre AND for the environment of your game.

Even if i don't win this, i do appreciate you asking these questions instead of just creating what you want, you'll still create what you want but you'll also take into account the opinions of the community you're targeting. Cant wait for your game to come out man, good luck :)

Blogger - April 24, 2019, 8:01 pm

Some questions we would like answers to, so as to make the best game possible:

What do you guys like about the mobile apps you play?

I get to play against other people in real time.

What do you not like about the apps that you play?

Not a lot of people to play against during certain times of the day.

Should there be a focus on in-game purchases?

It shouldn't be a focus, but it should be available. People like to be able to advance in the game they're playing at a faster pace.

Additionally, how powerful/important should in-game purchases be?

I think it should be almost secondary. It should be available but not necessary to fully play the game.

Do you enjoy fast combat? (5 min max per game)

I do! These games tend to lag for me more than any other type of game though so I don't really play them anymore.

Would you pay a premium for overwhelmingly faster growth within the game?

No, but that's just because I'm a cheap bastard. I may indulge if it's cheap.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

I like all games. I'm a huge fan of building towns and farms, shooting, problem solving, etc.

Is there a specific time period or style of game that you enjoy? Why?

I play throughout the day but just before bed is the peak for me. This is when I'm playing my farming games because it's relaxing.

Would you prefer in-game purchases or advertisements throughout the game?

No! I don't think anyone prefers advertisements. My main game has a feature where you can earn game currency by watching videos. I think a non-intrusive way like this is always the best approach.

What do you not enjoy about the games you play?

Sometimes there are wait times. I need to grow something but it takes an hour to grow. Stuff like that really sucks.

What graphics are you looking in a game?

I like when it's animated but the animations are very realistic.

A--F - April 27, 2019, 5:03 am

What do you guys like about the mobile apps you play?

Ans:- Pool, Sniper, Candy Crush

What do you not like about the apps that you play?

Ans:Add

Should there be a focus on in-game purchases?

Ans:- Yes

Additionally, how powerful/important should in-game purchases be?

Ans: High

Do you enjoy fast combat? (5 min max per game)

Ans:- Yes I do.

Would you pay a premium for overwhelmingly faster growth within the game?

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Ans:- Yes

Is there a specific time period or style of game that you enjoy? Why?

Ans:- Yes. Passing the hard level..

Would you prefer in-game purchases or advertisements throughout the game?

Ans:- I prefer purchasing important stuffs for game..

What do you not enjoy about the games you play?

Ans:- Getting Stuck In hard level

What graphics are you looking in a game?

Ans:- Nvidia GeForce RTX 2060

DOG - May 4, 2019, 11:27 am

(Apr 27, 2019 05:03 AM)A--F Wrote: [\[CITE\]](#) What do you guys like about the mobile apps you play?

Ans:- Pool, Sniper, Candy Crush

What do you not like about the apps that you play?

Ans:Add

Should there be a focus on in-game purchases?

Ans:- Yes

Additionally, how powerful/important should in-game purchases be?

Ans: High

Do you enjoy fast combat? (5 min max per game)

Ans:- Yes I do.

Would you pay a premium for overwhelmingly faster growth within the game?

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Ans:- Yes

Is there a specific time period or style of game that you enjoy? Why?

Ans:- Yes. Passing the hard level..

Would you prefer in-game purchases or advertisements throughout the game?

Ans:- I prefer purchasing important stuffs for game..

What do you not enjoy about the games you play?

Ans:- Getting Stuck In hard level

What graphics are you looking in a game?

Ans:- Nvidia GeForce RTX 2060

Thanks for posting, but I would love to have more details!

This is still open and I still looking for more entries :)

ETH - May 19, 2019, 9:17 pm

What do you guys like about the mobile apps you play?

PUBG - I like the game very much due to reality in nature

2048 -Brainstorming

candy crush - critical thinking

What do you not like about the apps that you play?

Fortnite, Because due to large size of storage and short battery life

Should there be a focus on in-game purchases?

Yes and No

Additionally, how powerful/important should in-game purchases be?

Because it can be achieved through in app purchase and by finishing hard missions in certain time

So they spent lot of time on games

Do you enjoy fast combat? (5 min max per game)

Yes of course

With the the brainstorming makes more useful

Would you pay a premium for overwhelmingly faster growth within the game?

Maybe yes because many can't afford it so there must be a way to achieve that with like challenges

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

Is there a specific time period or style of game that you enjoy? Why?

Strategic +Action+RPG

-A perfect combo

Would you prefer in-game purchases or advertisements throughout the game?

Prefer in-app purchase

Advertisement reduce the people to stop playing

What do you not enjoy about the games you play?

and lastly

Cheating

What graphics are you looking in a game?

Realistic and fun

Osiris - May 20, 2019, 2:13 am

What do you guys like about the mobile apps you play? I like how it allows me to pass time and focus my brainpower on something else and relieving stress in turn.

What do you not like about the apps that you play? Repetitive.

Should there be a focus on in-game purchases? Game developers deserve profit for their work, yes. But the prices should not be steep or ever forced upon the player.

Additionally, how powerful/important should in-game purchases be? Minimal importance to gameplay itself, as this simply gives an unfair advantage by catering to those with money.

Do you enjoy fast combat? (5 min max per game) Yes.

Would you pay a premium for overwhelmingly faster growth within the game? On a mobile game, I am more inclined to do so. But simply out of boredom.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..) RPG.

Is there a specific time period or style of game that you enjoy? Why? The future. The possibilities are endless, so we do not know what they may hold.

Would you prefer in-game purchases or advertisements throughout the game? In-game purchases if it is a story based game, absolutely. I am not a fan of advertisements but if it does not get in the way of gameplay or distract the player, it is not as big of a problem.

What do you not enjoy about the games you play? I enjoy the sense of adventure and being able to create my own avatar the way I envision it.
and lastly

What graphism are you looking in a game? Now, this would depend on your budget. I can not answer this for you, but I can tell you that graphism can always be improved over time.

Kosmos - May 20, 2019, 6:45 am

What do you guys like about the mobile apps you play? I enjoy games that I can pick up, set down, and pick right back up again where I left off. It helps me because I lose focus easily, so I need small breaks.

What do you not like about the apps that you play? I don't like anything that is pay-to-win. Pay-to-win eventually plagues a game and makes nobody want to try.

Should there be a focus on in-game purchases? Yes, mainly on expansions, similar to Hearthstone (it doesn't have to be card packs)

Additionally, how powerful/important should in-game purchases be? They should not overpower another player or be unfair to the playerbase that does not use in-game purchases.

Do you enjoy fast combat? (5 min max per game) Yes, 5 minutes is typically fun. I don't care for much more than that, it tends to drag on.

Would you pay a premium for overwhelmingly faster growth within the game? Absolutely, as long as it's not extremely unfair to non premium players.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..) Strategy, Clash of Clans to be specific.

Is there a specific time period or style of game that you enjoy? Why? I'm not too picky. If it plays well, I'll play it long term.

Would you prefer in-game purchases or advertisements throughout the game? Advertisements, with a one time in-game purchase for removal of ads.

What do you not enjoy about the games you play? Paywalls. I don't like going level by level paying my way through. I'd like to pay for the game, play through that, pay for the expansions and play through the content made for those. Nothing less or more minuscule than that.

What graphics are you looking in a game? Something simple but appealing would be nice, I don't have a fancy device so anything that will run on 2GB of RAM. ?

debian - May 20, 2019, 1:58 pm

What do you guys like about the mobile apps you play?

I personally prefer skill in the games I play over strategy and patience. Fast paced games that require a lot of hand-eye coordination and practice will always have my vote. In other words, I like mobile games in which you can get better at and beat high scores of other players more than games which require you to plan and wait.

What do you not like about the apps that you play?

I don't like when apps make me wait purposely in order to make the game more challenging or in order to limit certain things (such as a cool-down timer or an advertisement that makes you wait a certain amount of seconds before proceeding).

Another thing I don't like is when options in the game are really difficult to find and you need to navigate through almost all of the options in the game in order to find what you're looking for.

Should there be a focus on in-game purchases?

I like when in-game purchases are available in the games that I'm already really into. I would never make an in-game purchase if I'm not already addicted to the game, but when I am - the in-game purchases make the game feel like there's so much more you can do.

So I think that yes, there should be in-game purchases, but also I think that they shouldn't limit the game as it is. I think you should still be able to do almost everything you would want to do - be able to still get really attached to the game before making any in-game purchases, but also be able to do even more stuff after you do make in-game purchases.

Additionally, how powerful/important should in-game purchases be?

Like stated above, I don't think that the in-game purchases should limit the main game too much. I think the user should be able to play a full game without making any purchases, but then for the users that have the funds and really like the game, there should be additional options for them.

Do you enjoy fast combat? (5 min max per game)

I do. I personally enjoy more fast paced games and especially prefer games that don't take too long per game. With mobile games, most of the time I would rather play a quick five minute game than sit down and invest a long time into a single game. I usually play mobile games on-the-go or while waiting for something and therefore would almost always prefer a quick, fast-paced game over a commitment.

Would you pay a premium for overwhelmingly faster growth within the game?

Personally I don't really like games in which you can advance/grow faster if you make a purchase. I feel like this is the worst type of in-game purchase that a game can have. I feel like it takes away from the users' feeling of accomplishment. Like they feel like "oh, I spend an hour advancing so much when I could have just paid \$1.99 and skipped that whole level" and then they would feel like they wasted that hour instead of spending it.

What 'theme' 'style' 'genre' do you like to play? (ex: Strategy, Sport, RPG, Card, Adventure, Action etc..)

My favorite style of game is fast-paced skill based games that require a lot of concentration and skill. I like games in which you can advance your skills and get better at the game. With this in mind, I like a wide variety of games from Music Based games like Guitar Hero (or Piano Tiles) as well as racing games and FPS games that require your full attention.

Is there a specific time period or style of game that you enjoy? Why?

I like futuristic games because they're only limited by the creator's imagination. Unlike Old games (Medieval, etc.) or current-day based games, futuristic games can easily have elements that are really unique and completely invented by the creator.

Would you prefer in-game purchases or advertisements throughout the game?

I think a well balanced mix of the two is best. I really don't like advertisements that stop me from playing (like ads that you need to skip or quit out of) because I often get annoyed and will quit out of the whole game and not just the advertisement. Banner ads (as long as they're not too intrusive) are not bad at all. Also, I like in-game purchases as long as they're not necessary to enjoy the game.

What do you not enjoy about the games you play?

Like answered above - I don't like when games stop me from playing in order to show me an ad, or when games limit your actions with some type of cool-down. Also, I don't like when games are not user-friendly - like when the functions/options are difficult to find or understand. I like when there's easy instructions for every part of the game so that I don't need to spend time figuring out something because I don't understand it.

What graphics are you looking in a game?

I like when games have lots of colors/symbols/graphics that match well with the whole feeling of the game. When things in a game look out of place, this distracts me and breaks the whole immersion. Personally I like mysterious elements as well as futuristic ones. The graphics of a game can be simple as long as they fit together and go with the whole theme of the game.

DOG - May 21, 2019, 8:51 am

You have 10 more hours to make enter the contest. Once I'm home, I'll be choosing the winner!

ETH - May 21, 2019, 7:04 pm

(May 21, 2019 08:51 AM)DOG Wrote: [\[CITE\]](#) You have 10 more hours to make enter the contest.
Once I'm home, I'll be choosing the winner!
Brother it's 22nd May here

DOG - May 21, 2019, 7:15 pm

(May 21, 2019 07:04 PM)ETH Wrote: [\[CITE\]](#) Brother it's 22nd May here
Your on time. I said 10 hours, 10 hours ago.
Give me 25 min to review all the applications and I'll choose the winner!

ETH - May 21, 2019, 7:32 pm

(May 21, 2019 07:15 PM)DOG Wrote: [\[CITE\]](#) Your on time. I said 10 hours, 10 hours ago.
Give me 25 min to review all the applications and I'll choose the winner!
?

debian - May 21, 2019, 8:20 pm

Huge thank you to DOG for this awesome giveaway!! Just got my prize :D

ETH - May 21, 2019, 9:12 pm

(May 21, 2019 08:20 PM)debian Wrote: [\[CITE\]](#) Huge thank you to DOG for this awesome giveaway!!
Just got my prize :DCongratulations for winning that competition